HAUNTING GROUND™

MATURE 17+

CONTENT RATED BY ESRB

CAPCOM®

Warning:
Read Before Using Your PlayStation®2 Computer Entertainment System.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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A Special Message from CAPCOM

Thank you for selecting HAUNTING GROUND™ for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

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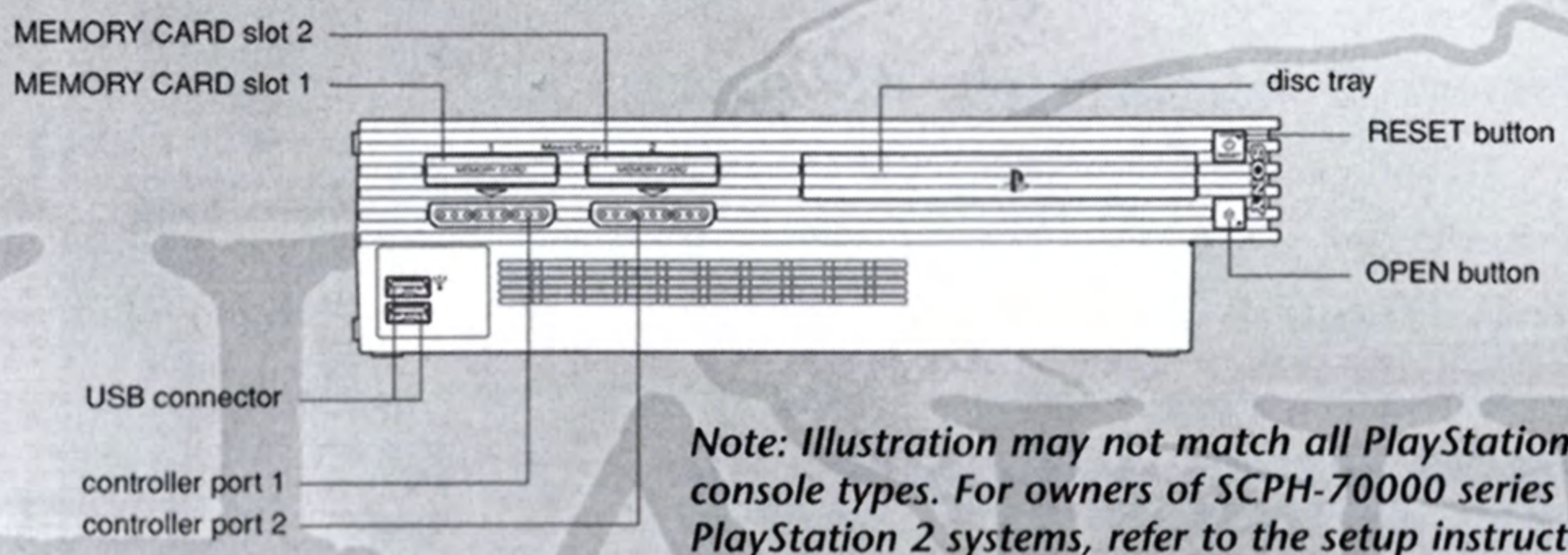
GETTING STARTED



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**.

Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the **HAUNTING GROUND™** disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

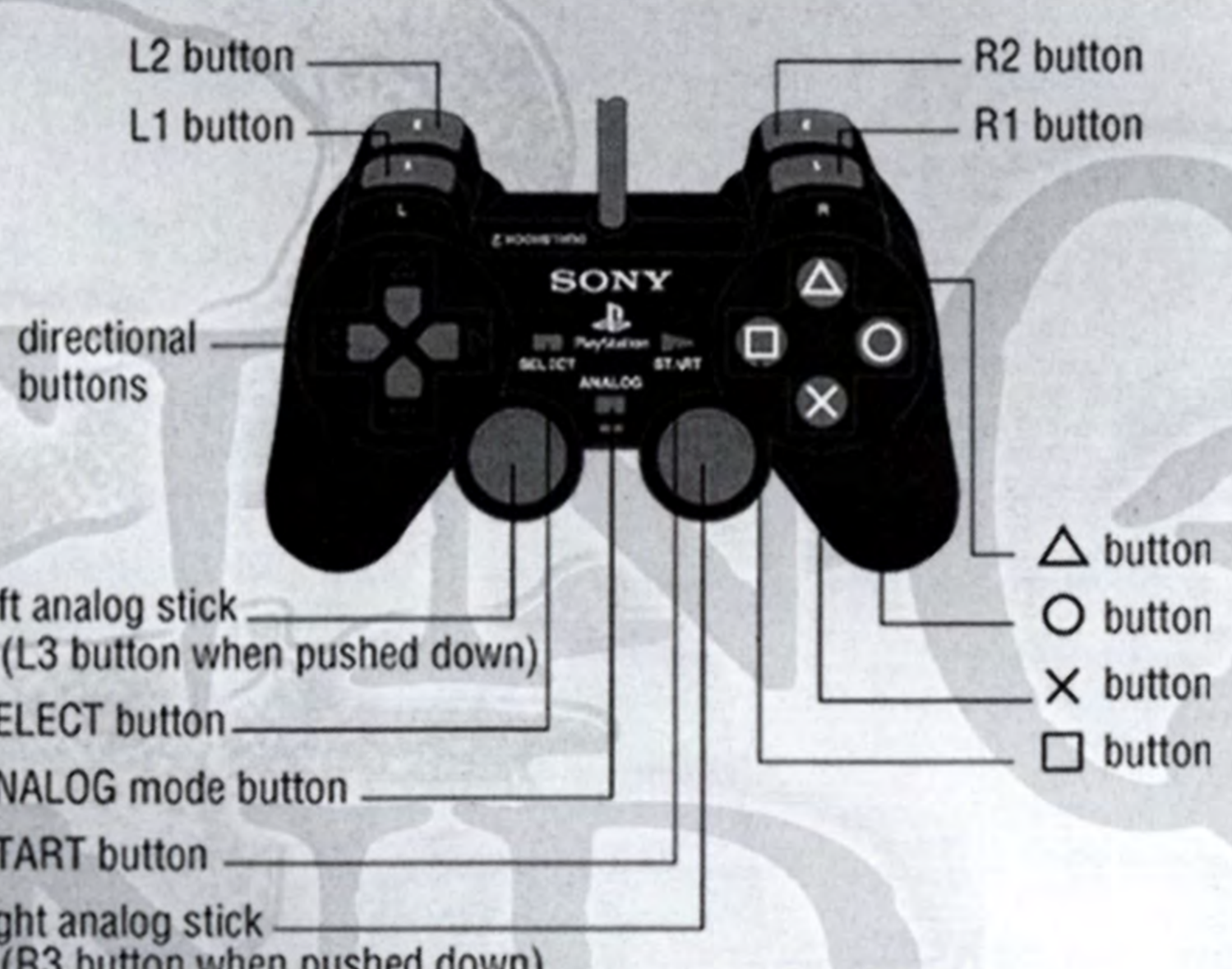
Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into **MEMORY CARD** slot 1 of your console. You can load saved game data from the same memory card or from any memory card containing previously saved games.

- You must be using a memory card with at least 197KB of free space in order to save your game data. If you need more free space than is available, delete older data from the memory card before starting play.
- Do not remove the memory card or turn off the power while saving or loading game data. Doing so could damage your game data.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Before starting play, connect the **DUALSHOCK®2** analog controller to controller port 1. You can turn the controller's vibration function on/off in **Options Mode**.

PROGRESSIVE SCAN MODE

This game can be set to display a higher quality picture on TVs that support progressive mode. In order to enjoy progressive mode, you need a progressive mode enabled (525p) television with component video inputs, and a PlayStation®2 Component Video Cable (**SCPH-10100**; sold separately). For instructions on setting up for progressive mode, see your PlayStation 2 Instruction Manual or the instructions for the Component Video Cable. If you are unsure about your TV's compatibility, refer to the TV's instruction manual or contact the manufacturer.

To activate progressive mode, press and hold the △ and × buttons while the game is starting up. A message will appear prompting you to switch over to progressive mode. Select **YES** to activate the mode. If the picture displays correctly, select **YES** again. If the picture does not display correctly, press the **RESET** button and use Normal Mode.

Note: On some TVs, activating progressive mode sets the image to wide screen (16:9) format.

DEFAULT GAME CONTROLS

L2 button
- not used

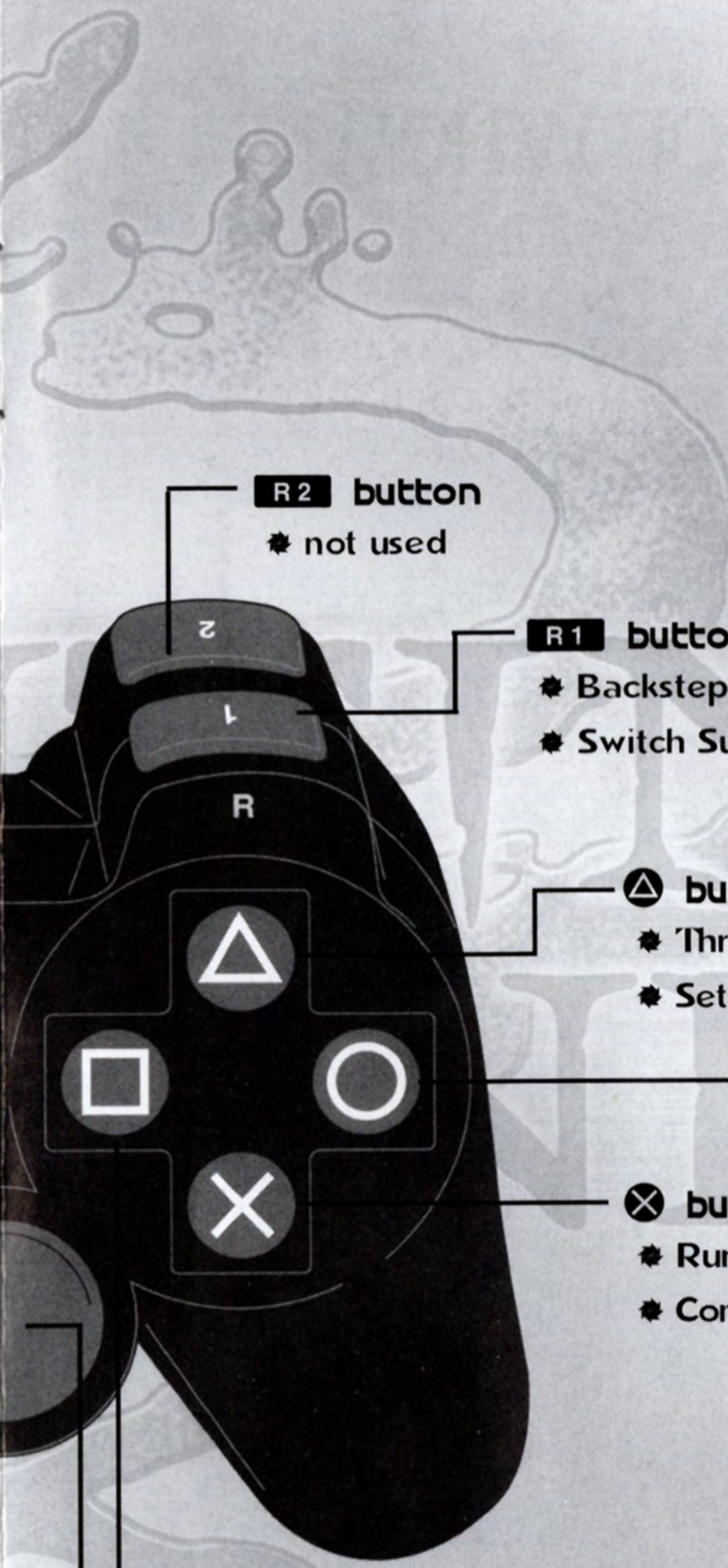
L1 button
- Crouch in place
- Switch Subscreen displays

directional buttons
- Move character
- Move cursor

START button
- Pause

SELECT button
- Open Subscreen

left analog stick
- Move character
- Move cursor



R2 button

- not used

R1 button

- Backstep
- Switch Subscreen displays

△ button

- Throw attack item
- Set down

○ button

- Check
- Cancel

× button

- Run
- Confirm

□ button

- Kick
- Tackle

right analog stick

- Command Hewie

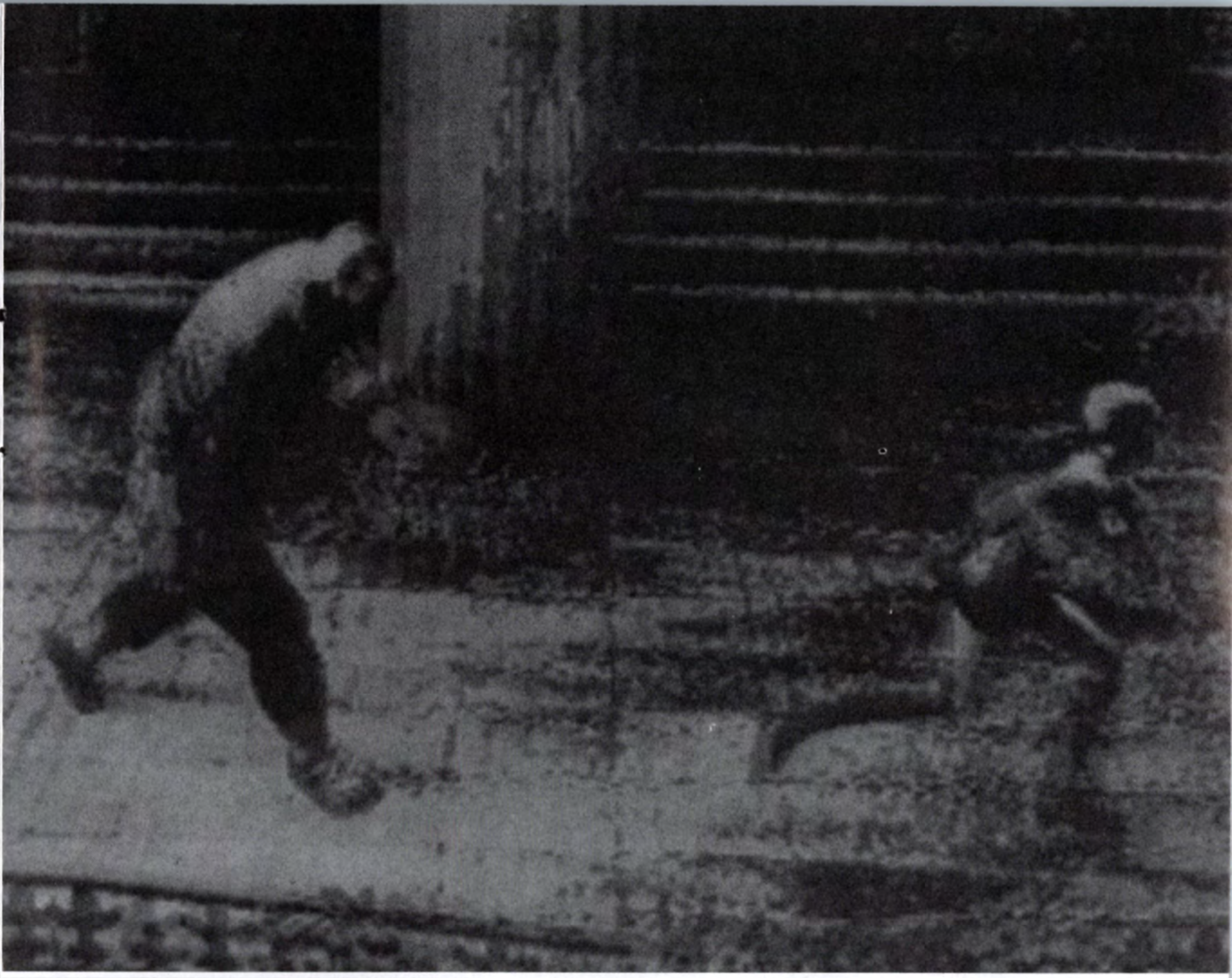
See pages 12-13 for Special Actions.

PRISONER ...OF WHOM?

AWAKENING FROM A DEEP, DEEP SLEEP, FIONA BELLI FINDS HERSELF ALONE, LOCKED AWAY IN A STRANGE CELLAR, WITH NARY A THREAD ON HER BACK. SHE IS LOCKED IN A CAGE!

SHE MUST ESCAPE...BUT HOW? FIONA STARTS ROAMING THROUGH THE OLD CASTLE....

AS TIME GOES BY, FIONA LEARNS THE TRUTH. SHE WAS THE ONLY SURVIVOR OF A CAR ACCIDENT THAT CLAIMED BOTH HER PARENTS' LIVES. STILL UNCONSCIOUS, SHE WAS MYSTERIOUSLY BROUGHT TO THIS CASTLE, THE PROPERTY OF A DISTANT RELATIVE.



THE NEWS IS A HUGE SHOCK TO FIONA. BUT IT'S ONLY THE BEGINNING...

A STRANGE-LOOKING MAN IS FOLLOWING FIONA RELENTLESSLY...

PIERCING GAZES...MOVING SHADOWS...

IS SOMEONE THERE, OR IS IT JUST HER IMAGINATION?

MEDIEVAL ALCHEMIC DEVICES AND CONTRAPTIONS LOOM MENACINGLY IN NEAT ARRANGEMENTS. THE CASTLE IS TOTALLY TWISTED, WITH AN OMINOUS TONE IN THE AIR.

FIONA STUMBLES UPON A TRAPPED DOG AND SETS IT FREE. THE TWO TEAM UP AND THEIR SEARCH FOR ANSWERS — AND A WAY OUT — BEGINS.

WHERE WILL THIS DEMENTED NIGHTMARE TAKE THEM?

CHARACTERS

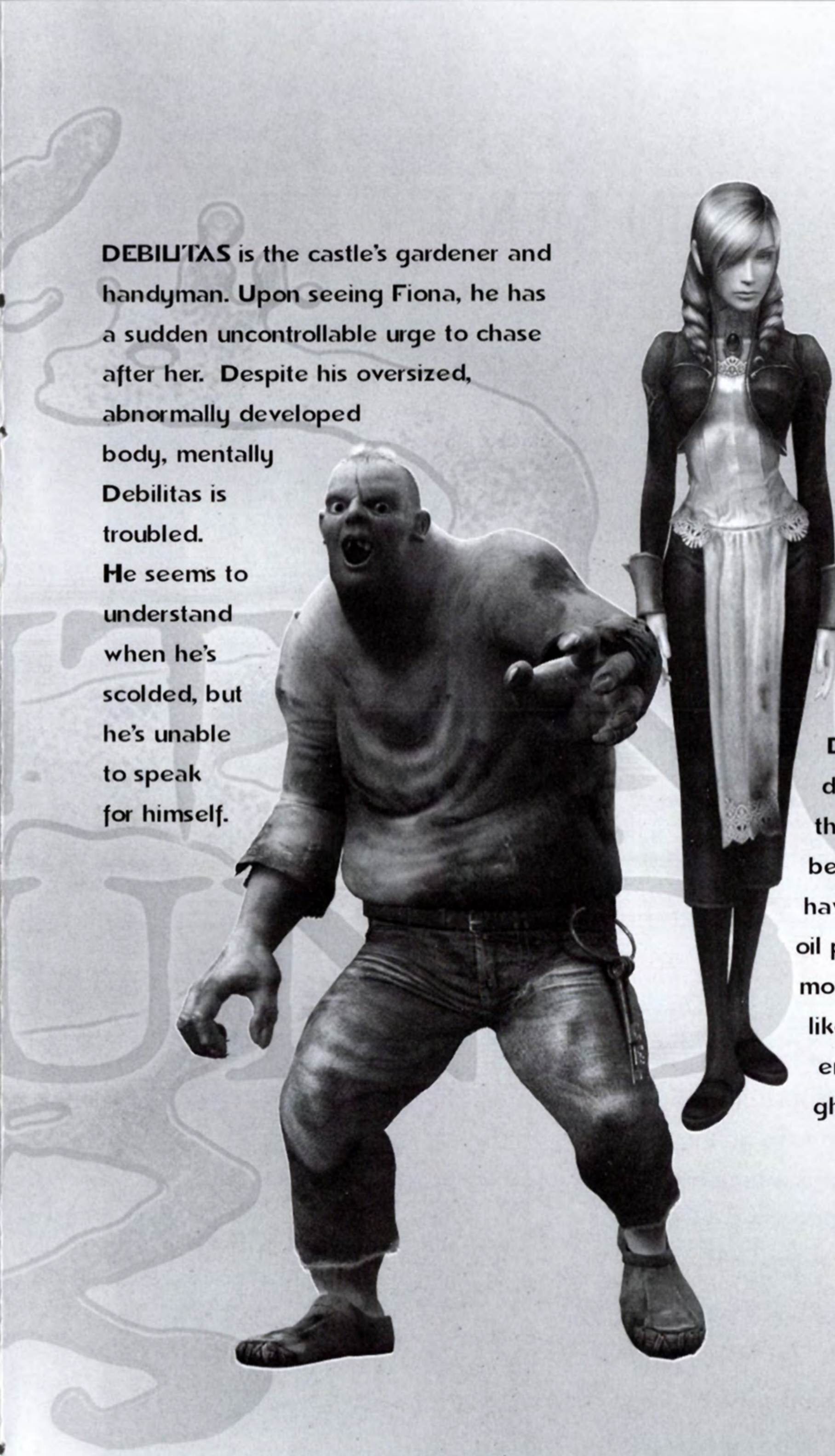
Eighteen-year-old **FIONA BELL** recently moved away to college. But while visiting her parents, a tragic accident took their lives and left Fiona sealed in a dark, echoing castle. Although she learns she is to inherit the castle, Fiona doesn't have a clue to the mysterious events transpiring around her.

Fiona is very much the quiet type who masks her inner strength. Although reserved, she's not introverted and thinks quickly on her feet. She is gifted with extremely sharp wits. She rarely expresses emotions and appears more mature than her actual age. But when she smiles, she smiles from her heart and her charm easily wins people over.

She finds **H**ewie along the way and they build a strong friendship during their search.

Four-year-old **HEWIE** is a White Shepherd that Fiona finds tied up and distressed. When she rescues him from his desperate fate, **H**ewie becomes unshakably attached to her. **H**ewie wears a collar engraved with his name, and seems to have been well-cared for at one time. Extremely curious and smart, **H**ewie is constantly at Fiona's side as together they face the dangers that await them.

DEBILITAS is the castle's gardener and handyman. Upon seeing Fiona, he has a sudden uncontrollable urge to chase after her. Despite his oversized, abnormally developed body, mentally Debilitas is troubled. He seems to understand when he's scolded, but he's unable to speak for himself.



DANIELLA cooks and does housework around the castle. Although so beautiful that she could have stepped from an old oil painting, her movements are machine-like. She expresses no emotion, and is more ghost-like than human.

The castle butler, **RICCARDO**, keeps his face hidden in the hood of his jacket. Judging from his relationship with Debilitas and Daniella, though he acts like a servant, he seems to be in charge of the castle.

LORENZO is a shadowy figure who tries to help Fiona. No one knows anything about him except that he's extremely old.

MAIN MENU

Shortly after you power up the game, the Title Screen and Main Menu will appear. Use the left analog stick to highlight different game mode options and press the ⊗ button to confirm your selection.

- **NEW GAME** – Start a new game from the beginning. Select this if you are just starting out, or want to start over from the beginning.
- **LOAD GAME** – Load a previous save and continue playing from where you left off. Selecting this will take you to the Load File screen.
- **OPTIONS** – Change various game settings. (See page 11.)

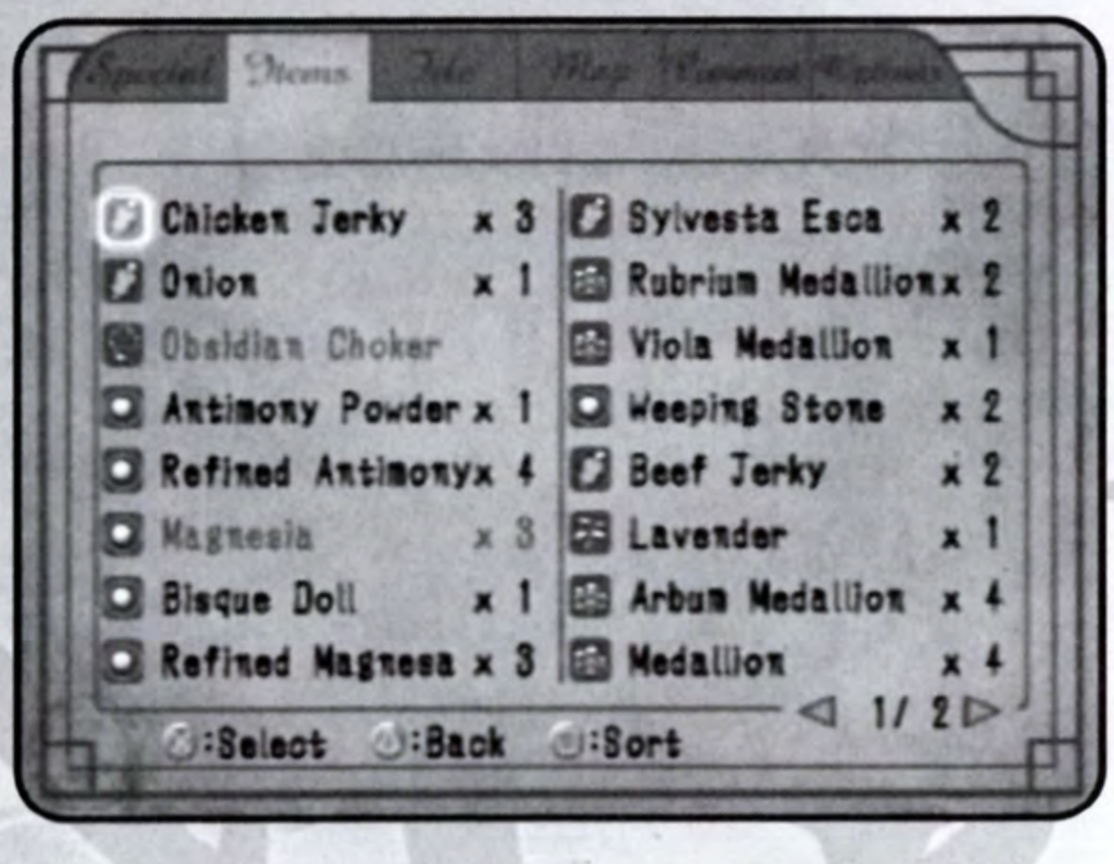
SAVING YOUR GAME

Save your progress during the game by checking Clocks. You can save at any time as long as you are not being pursued by an enemy. It's a very good idea to save your game progress as often as possible.

- Saving requires using a memory card with at least 197KB of free space available.
- Do not remove the memory card while saving or your game data could be lost or damaged.

SUBSCREEN

Press the SELECT button during a game to open the Subscreen. Press the L1 / R1 buttons to switch between displays.



- **SPECIAL** – View special items Fiona is carrying.
- **ITEMS** – View all items Fiona is carrying. From here you can use, equip and discard items.
- **FILE** – View file items you have obtained so far.
- **MAP** – View a Map of the area you are currently in. You must first acquire the Map for that area, then use the Special section to add it to the Map Screen.
- **COMMENT** – Whenever you hear a melody being played in the game, a new Comment is added to this section, describing something Fiona noticed or thought.
- **OPTIONS** – Change various game settings. Move the left analog stick or directional buttons ⬆ / ⬇ to highlight an option, and ⬅ / ➡ to change the setting.
  - **CONTROLLER TYPE:** Select from one of four controller configurations.
  - **VIBRATION:** Turn the controller's vibration function on/off.
  - **SOUND:** Switch your sound output mode to **MONO**, **STEREO**, or Dolby® Pro Logic® II. (This game is presented in Dolby® Pro Logic® II. Connect your PlayStation®2 console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.)
  - **VOLUME:** Adjust the volume of the game's music and sound effects.
  - **SCREEN POSITION:** Use this adjustment to center the game screen on your TV display.

SPECIAL ACTIONS

KICK/TACKLE — ■ button

Press the ■ button to attack an enemy pursuer or destroy a pot or other object.

Press and hold the ■ button for a few seconds while running to perform an even stronger tackle move (reduces Stamina).

THROW/SET DOWN — △ button

Press the △ button to throw or set down the attack item that's currently equipped.

RUN — ✕ button

Hold the ✕ button while moving to run. Running for too long at a stretch will tire Fiona (reduces Stamina) and slow her down.

CHECK — ○ button

When you move near an area or item that can be checked, there could be something there. Try pressing the ○ button to check it out. Also, press the ○ button to open doors, climb ladders and pick up items.

BACKSTEP — R1 button

Press the R1 button to step back to evade an attack (reduces Stamina).

CROUCH — L1 button

Press the L1 button to crouch down. With skillful use, you can hide from enemies pursuing you.

COMMAND HEWIE — right analog stick

Press the right analog stick ⬆ / ⬇ / ⬅ / ➡ or press it in (R3 button) to give commands to Hewie.

NORMAL COMMANDS

⬆	Say "GO" or "CHECK" in the direction you're facing.
⬇	Say "HERE" to call Hewie to your side.
➡	PRAISE Hewie at a distance. PET him when close. SOOTHE him when Hewie is close but hurt and unable to move. (Soothing Hewie restores him.)
⬅	SCOLD Hewie at a distance. DISCIPLINE him when close.
R3 button	Say "WAIT" or "SIT" when Hewie is at a distance. Say "SHAKE HANDS" when he is close.

WHEN FACING AN ENEMY PURSUER

⬆	Say "ATTACK." During an attack, URGE ON Hewie. If this succeeds, Hewie will continue biting.
⬇	Say "HERE" to call Hewie to your side. During an attack, say "STOP."
➡	Same as Normal Command.
⬅	SCOLD Hewie.
R3 button	Say "READY." This increases Hewie's attack power.

FIONA'S STATUS

PANIC

When Fiona is facing a dangerous situation, she may fall into a panic. When this happens, the following things occur:

- Visibility gets worse.
- You can't open the Subscreen.
- Fiona starts running on her own.
- She falls over if she runs into a wall.
- **REVIVING** – Fiona returns to normal after a while. You can also use an item like **LAVENDER** before going into a full panic to calm her down.

FALLING OVER IN A PANIC

If Fiona runs into something while in a panic, she may fall to the ground. This can be very dangerous, as it leaves Fiona completely defenseless.

- **REVIVING** – Fiona gets up automatically after a while. Press the directional buttons and other buttons repeatedly to try and get up faster.

DAMAGE

If Fiona sustains a powerful attack, she'll fall into this temporary hurt status. When this happens, the following things occur:

- Fiona is unable to Backstep.
- Her movement speed slows.
- REVIVING – Damage dissipates automatically after a while. Use CHAMOMILE or a similar Health item to bring Fiona back to normal more rapidly.

EXHAUSTION

When running for long periods of time, or using Tackles and Backsteps repeatedly, Fiona tires and her movements slow down. Once her exhaustion reaches its peak, she won't be able to move for a short while.

- REVIVING – To restore Stamina, use CHAMOMILE or a similar Health item, or stop moving or running to allow Fiona's Stamina to recover.

HEWIE

Hewie becomes Fiona's partner in the game. However, he won't be totally friendly or obey you faithfully at the very beginning. You'll have to build your friendship with him and gain his trust. This will be crucial to surviving the game.

GAINING HEWIE'S FRIENDSHIP

Stay by his side as much as you can. Also try giving him lots of different commands to make him do different things.

TREATS & PRAISE

If you find SESAME JERKY or BEEF JERKY, try giving it to Hewie. It's also important to praise him when he does something well.

- To praise Hewie, stand close to him and press the right analog stick ➡.

SCOLDING HEWIE

Sometimes you'll have to be firm and scold Hewie. If he just won't listen to you, try scolding him.

- To scold Hewie, stand close to him and press the right analog stick ⬅.
  But remember, never kick him!

HEWIE'S ACTIONS

SEARCH

right analog stick ⬆

Press the right analog stick ⬆ to say "GO" or "CHECK." Hewie uses his nose to sniff out items in the area. You'll want to thoroughly check any place that looks suspicious.

ATTACK

while facing enemy, right analog stick ⬆

When facing an enemy, press the right analog stick ⬆ to say "ATTACK" or press in the right analog stick (R3 button) to have Hewie STAND READY. Have Hewie ram or bite enemy pursuers. Increase Hewie's attack power by having him STAND READY before attacking.

HIDE ATTACK

Perform a Hide Attack to deal a large amount of damage to your enemy pursuers.

- Command Hewie to STAND READY, charging up his attack power.
- When you see the enemy's back, have Hewie run and attack and take the enemy by surprise.

EVADING THE ENEMY

HIDE

If you approach certain areas while being pursued by an enemy, the message "...!!" will appear, denoting the area as an Evasion Point. At this point, press the ◉ button to hide from the enemy.

CROUCH

If you approach certain areas while being pursued, you can crouch in the shadows to hide yourself from enemies and throw them off your trail.

RETALIATE!

Certain locations in the game are Retaliation Points. Here you can fight back against the enemy by getting close to the enemy or checking (◉ button).

- Some Retaliation Points can only be used once; others can be used over and over.
- There are also Retaliation Points you can use by having Hewie hide.

DIRECT ATTACKS

You can directly attack and damage enemies by kicking or tackling them, or having Hewie bite or ram them. You can also kick doors open or closed to damage your pursuers.

ATTACKING WITH ITEMS

Among the items you will find are special items that can damage enemies. You can throw some items at the enemy. You must put other items on the ground and get the enemy to walk over them.

ITEMS

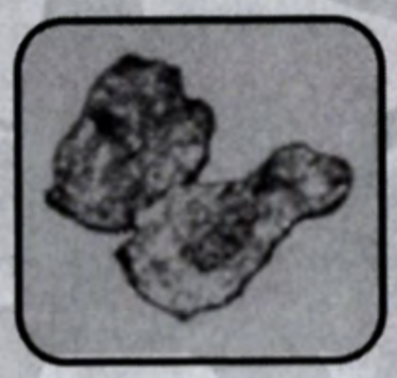
Here are just some of the items you will come across in the game. Search for more!

Fiona's Recovery Items

LAVENDER – Slowly reduces Panic Meter.

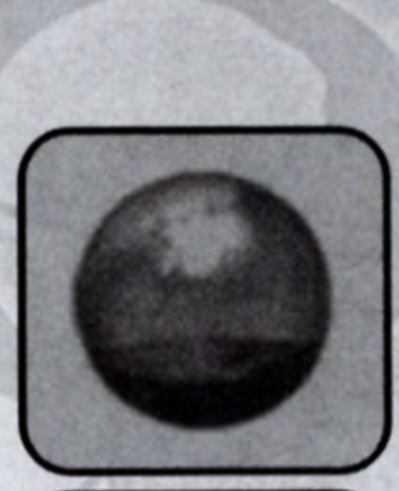
CHAMOMILE – Completely restores lost Stamina.
Also heals Damage.

Hewie's Recovery Items



BEEF JERKY – Restores Hewie's Vitality.

Attack Items



ANTIMONY POWDER – Equip this on the Subscreen and throw it at enemies. It paralyzes enemies and stops them in their tracks temporarily.

MAGNESIA STONE – Equip this on the Subscreen and place it on the ground. It explodes and damages enemies who step on it.

Other Items

FEATHER BOOTS – Muffle the sound of your footsteps as you walk.

EARRINGS OF THE INQUISITOR – Helps keep Fiona from panicking.

REFINING ROOM

Somewhere in the castle is a room where an alchemist carries out experiments in secret. Refine **MEDALLIONS** to create items.

RECOVERY POINTS

Here you can restore all of Fiona's status levels back to normal.

GAME HINTS

Find a Pot and Kick It!

Some of the pots scattered throughout the castle contain useful items. If you come across a pot, break it and see what you find.

Don't Make Noise!

Your pursuer is listening for footsteps and other sounds. If you're not careful, the sounds you make could give away your location. But you can also use this to your advantage, using sound to lure your pursuer to one place while you escape.

Use Hewie to Attack Pursuers!

You can command your dog to attack your pursuer. However, attacking from the front or side will sometimes just get him knocked back. When you have Hewie attack, try to get him to attack from behind.

Stuck? Check your Memos!

If you hear a mysterious melody during the game, open up the Subscreen and check the Memo section. This is where Fiona writes her thoughts and things she's noticed as time goes on. If you get stuck during the game, check here and you just may get a useful hint or two.

A Message from the Creator of HAUNTING GROUND

This game is overflowing with fear and terror. As you play you'll be chased into desperation by strange things. It's up to you to be brave and guide Fiona through it.

I want you to connect with Fiona, and protect her, and rescue her. There are some truly unspeakable and unimaginable horrors awaiting you, but I have faith in you. You can do it.

NOTES

CREDITS

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Consumer Service Department
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Sunnyvale, CA 94085

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ESRB RATING

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